

FW-190A-8 (Std. narrow metal prop, short chord ailerons, 1.58 ata)

Focke-Wulf FW-190A-8 "Wuerger". Day Fighter.

P.V.: 22. Engine Type: R. Producer: Third Reich.

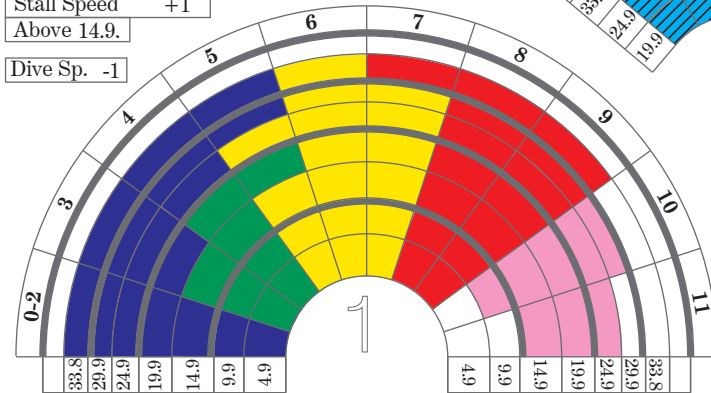
A-8 introduced in early '44. Propeller depicted most common '44.

6,655 A-8 series built. Loaded: Can carry one bomb, two if outboard guns deleted. Note: At full Max. Resulting Dive Sp., or during 2nd Consecutive Game-Turn V. Dive, only fuselage

2M(4) guns may fire. Note: (11) Maneuver Requirement value applies to H-Loop only.

Stall Speed	2M(4)
Maneuver Sp.	2M(4)
Level Speed	2M(4)
Dive Speed	2M(4)
Loaded (Opt.)	-1
Stall Speed	+1
Above 14.9.	

Dive Sp. -1



Speed Increments

Special Note: A8/R2: Non-Level Max. Climb is -50% (rule #9) MINUS .1 to normal result.

Special Vertical Dive Restrictions:

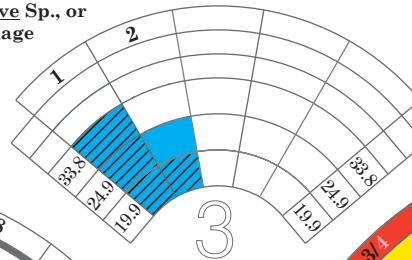
The FW-190A may not exit a 1st Game-Turn V. Dive below a 2.4 Resulting Game-Turn Altitude (2.6 with outboard guns). On Second Consecutive Game-Turn V. Dive, same restriction and mandatory use of **black** up to **red** Max. Dive values. ("Under 50% **black** Max. Dive used" option not available.)

Note: If one 5G(3) or 21G(2) gun is destroyed, firing the other beyond a range of 1 hex makes the Total Gun Factor value equal to twice the **number** of available guns. (ie; 5 guns = 10 Gun Factors.) 21G(2) is quadruple if roll result is above 4. (ie; 5 guns = 20 Gun Factors.)

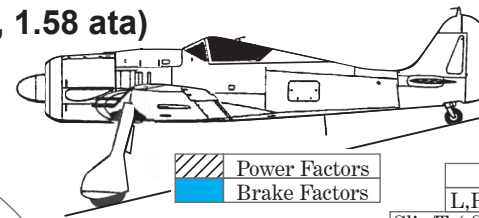
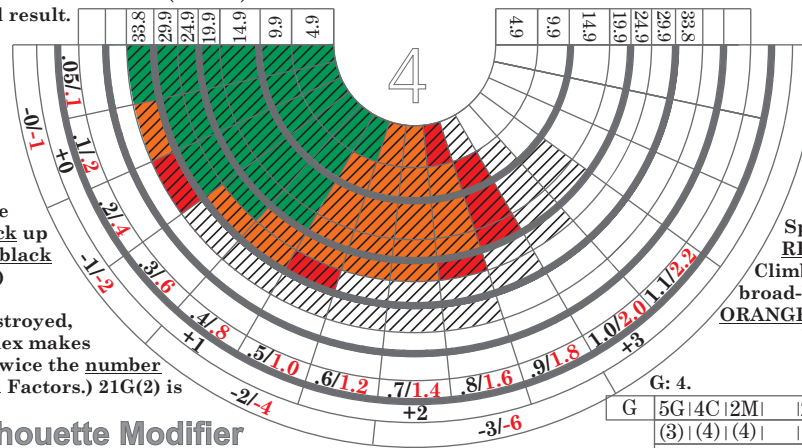
Silhouette Modifier

Silhouette	+2
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Speed Change



Altitude Change



Power Factors	
Brake Factors	

H-Loop: +.8 to Maneuver Sp. black Max. Dive value, Level Sp.: +2.0. Both +.3 per 5.0. (No Dive Sp. value)
*Diving H-Loop not allowed from a Current Sp. above Max. Level Sp..

Half Loop*	P	-5
L,R/LB V. Dive	P	1hx
Slip/T. (-Slip, Turn -1*)	+1	-S
Bank/H-Roll	+1	+0
-Slip: No Right Bank or Dive Sp. Slip allowed.		
No Slip above 24.9.		
Loaded	Inverted	

*Turn -1: Applies to Maneuver Sp. Turn and LEFT Level Sp. Turn.

Maneuverability Requirements

Dive Acceler.	+1
Climb Deceler.	-1
Max. Dive	-3
Dive Sp. Climb	-2
Max. Climb	-1

Note: 21G(2) guns may fire in or 1 hex after a Slip, but are destroyed if they do.

Target Characteristics

W	6	Cn	6	Mg	10
F	7	L	3		
C	3	C	-		
E	3	E	-	E	-
G	4C	2M	2M	4C	21G
	(4)	(4)	(4)	(4)	(2)
	FF	FF	FF	FF	FF

Variants

A-8/R2.	C: 4.	E: 4.	Opt.: C: 3.
G	5G	4C	2M
	(3)	(4)	(4)
	FF	FF	FF

Void all -1 Turn values. G: 2. Treat Bank/H-Roll as Loaded (+1).